

*purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:*

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.*
- 2) Carefully print on the box or carton the following name and address*  
TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.  
*Also, don't forget to show your return address.*
- 3) Put parcel post stamps on the package; insure the package, then mail.*

*After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.*

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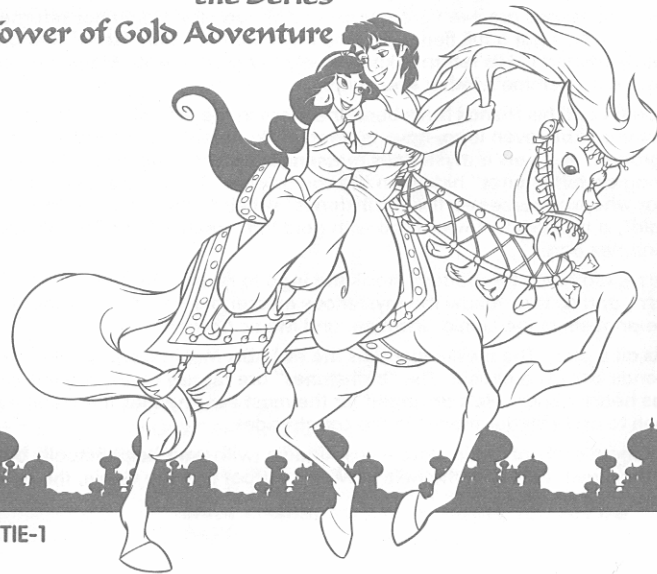
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Vernon Hills, Illinois 60061, USA.

PRINTED IN HONG KONG

Disney's *Aladdin*  
the Series

MODEL 72-806

The Tower of Gold Adventure



72806IWTIE-1

ELECTRONIC LCD GAME

TIGER

WARRANTY

## “THE GOLDEN LEGEND”

Aladdin, Jasmine, the Genie, Abu, Carpet, and Iago are all back in Agrabah. But now, Iago is a friend! There are many new adventures in store and many new enemies trying to defeat you, including Abis Mal and his evil gang!

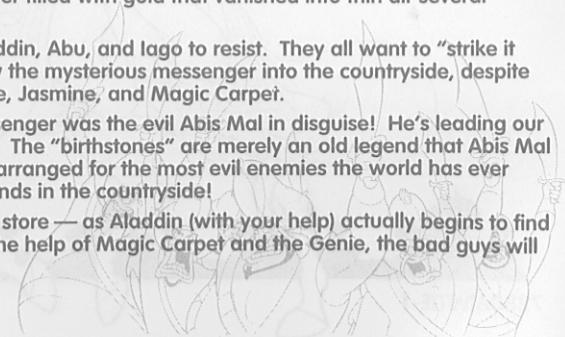
Your challenges are even greater now. Although the Genie has returned to be with you he's not a full fledged Genie anymore (he's only "semi-phenomenal, nearly cosmic"). His return is known only to Aladdin, Abu, Magic Carpet, Jasmine, Iago, and Jasmine's father (the Sultan).

Aladdin and his friends have been the thorn in the side of evil. Aladdin, the Genie, Jasmine, Abu, even Iago, have teamed up to defeat evil whenever it threatens Agrabah. But now a mysterious messenger arrives in Agrabah, foretelling of "magical birthstones" hidden in the countryside. The messenger tells the kingdom that whoever possesses the "birthstones" is heir to the fortune of the "Tower of Gold", a mysterious tower filled with gold that vanished into thin air several centuries ago.

This is too much for Aladdin, Abu, and Iago to resist. They all want to "strike it rich", and so they follow the mysterious messenger into the countryside, despite the protests of the Genie, Jasmine, and Magic Carpet.

It is all a plot! The messenger was the evil Abis Mal in disguise! He's leading our friends into an ambush! The "birthstones" are merely an old legend that Abis Mal has heard about. He's arranged for the most evil enemies the world has ever seen to ambush our friends in the countryside!

But there's lots of fun in store — as Aladdin (with your help) actually begins to find birthstones! Also with the help of Magic Carpet and the Genie, the bad guys will have their hands full!



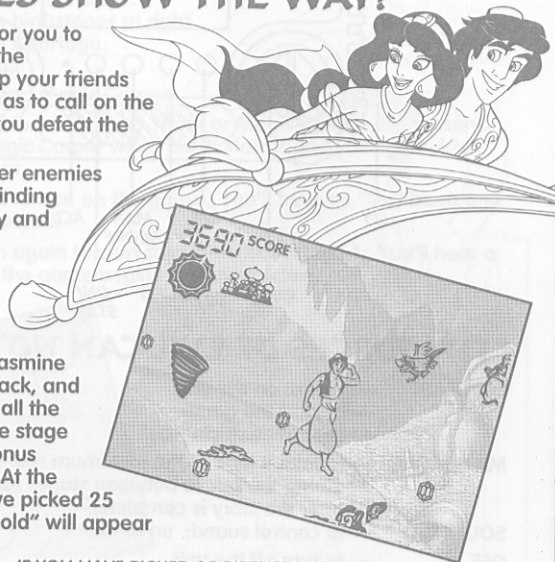
## “BIRTHSTONES SHOW THE WAY!”

The object of the game is for you to control Aladdin to pick up the "birthstones" and to pick up your friends when they appear, as well as to call on the Genie and Carpet to help you defeat the bad guys!

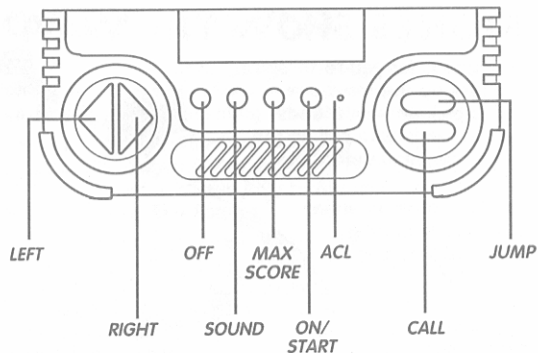
Once Abis Mal and the other enemies realize that you are really finding birthstones they will also try and grab the birthstones for themselves!

You score bonus points for defeating the stage boss in each stage!

At the end of each stage, Jasmine automatically opens up a sack, and Aladdin automatically puts all the birthstones he's found in the stage into the sack! You score bonus points for each birthstone. At the end of the game, if you have picked 25 birthstones the "Tower of Gold" will appear and you WIN the game!

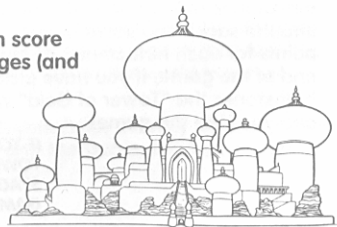


*IF YOU HAVE PICKED 25 BIRTHSTONES, THE TOWER OF GOLD WILL APPEAR AT THE END OF STAGE 4. WHEN THE TOWER APPEARS, YOU WIN THE GAME!*



**"THE FORCES OF EVIL CAN NOT STOP YOU!"**

- ON/START**
  - to turn on the unit.
  - to start the game.
  - to start each stage.
- MAX SCORE**
  - to take a look at the maximum score during the pause between stages (and after the story is complete).
- SOUND**
  - to control sound: on or off.
- OFF**
  - to turn off the unit.
- "◀"**
  - to move/dodge left.
  - to pick up birthstones at left.
  - to pick up Jasmine.



"▶"

**JUMP**

**CALL**

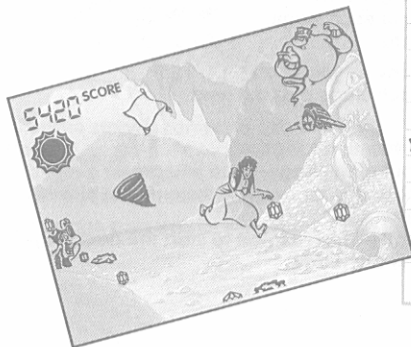
- to move/dodge right (from left position).
- to move forward faster.
- to pick up birthstones at right.
- to pick up Abu/Iago.

- to jump up.
- to jump onto Magic Carpet.

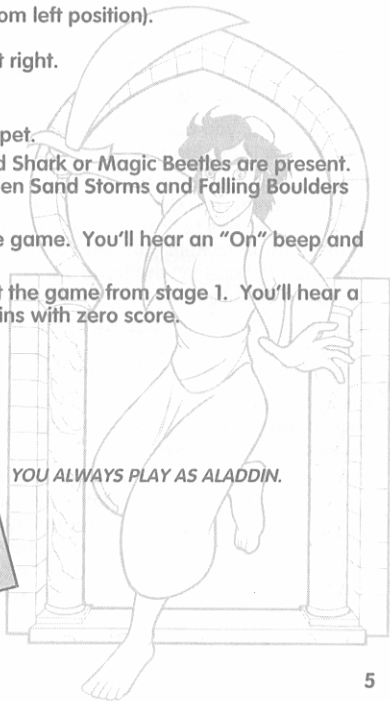
- to call Genie when Sand Shark or Magic Beetles are present.
- to call Magic Carpet when Sand Storms and Falling Boulders are present.

Press the ON/START button to turn on the game. You'll hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to start the game from stage 1. You'll hear a "Game Start" melody and the game begins with zero score.



YOU ALWAYS PLAY AS ALADDIN.



There are 4 stages of play. Each stage presents different obstacles.

Dangers include : mud puddles, mud monsters, mechanical beetles sand storms, falling boulders, and sand sharks!

Bad guys include: Mekanicles, Haroud, and Abis Mal!

In each stage, you can pick up birthstones and your friends (Abu, Iago, or Jasmine).

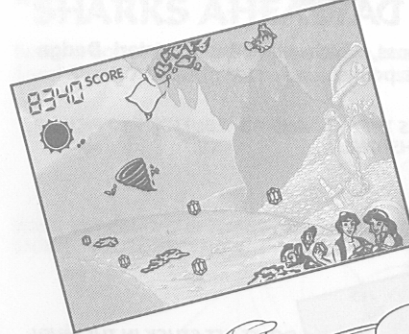
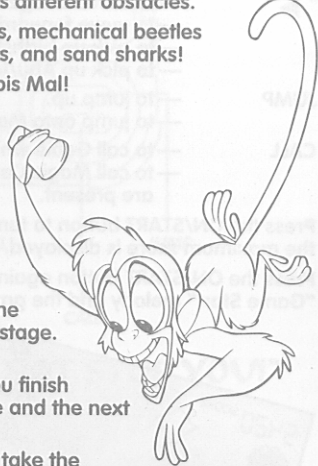
In each stage, you can call on Magic Carpet and the Genie. The Genie is not "all powerful" anymore. He has to "morph" into various things in order to help you. He changes into a fisherman to "reel in" the Sand Shark. He changes into a flyswatter to swat the Beetles!

There is a VISUAL TIMEKEEPER in the shape of the sun to tell you how much time remains in each stage. When the sun sets, the stage is complete.

You will hear a "Stage Complete" melody as you finish each stage. The game pauses after each stage and the next stage number is shown.

At the end of each stage, Aladdin and Jasmine take the birthstones out of the bag — and you are awarded 20 points for every birthstone you picked during the stage!

Press the ON/START button to start the next stage when you are ready.



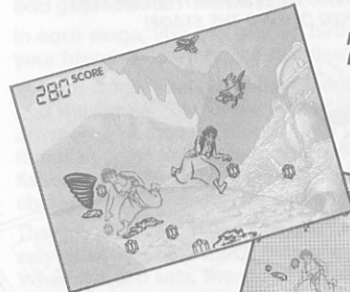
AT THE END OF EACH STAGE, WITH THE HELP OF JASMINE, YOU ARE AWARDED 20 POINTS FOR EVERY BIRTHSTONE YOU PICKED DURING THE STAGE!



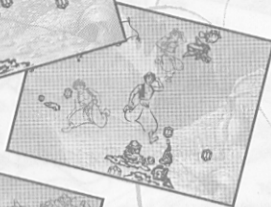
After the story is complete (after stage 4), press the ON/START button to begin a new game from stage 1. You begin again with zero score.

Each stage presents its own special challenges!

Score a bonus for defeating the stage boss, which is the Mud Monster! Dodge the Mud Monster 5 times to score bonus points!



PRESS THE "◀" AND "▶" BUTTONS TO PICK UP BIRTHSTONES!



DON'T GET STUCK IN THE MUD! PRESS "JUMP" OR "◀" TO ESCAPE THE MUD MONSTERS BEFORE THEY GRAB YOUR BIRTHSTONE!

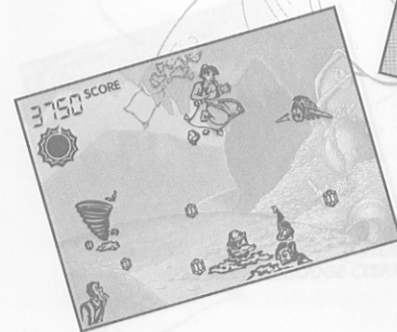
IF MUD MONSTERS HAVE THEIR HANDS UP, PRESS "JUMP" TO JUMP CLEAR! OR PRESS "◀" TO DODGE CLEAR!



PRESS THE CALL BUTTON TO CALL FOR THE GENIE! THE GENIE CHANGES INTO A FLYSWATTER TO SWAT THE MECHANICAL BEETLES IN STAGES 1 AND 3!

Score a bonus for defeating the stage boss, which is the Sand Shark! Dodge the Sand Shark 7 times to score bonus points! .

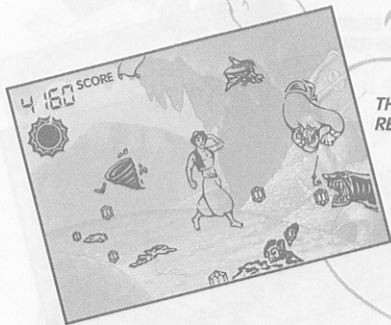
DON'T GET CAUGHT IN THE MIDDLE OF A SAND STORM! YOU'LL GET STUCK!



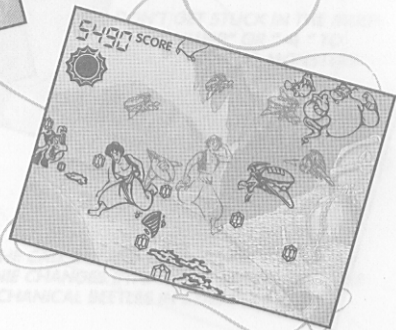
CALL ON THE CARPET TO RESCUE YOU FROM SAND STORMS AND FALLING BOULDERS THROUGHOUT ALL FOUR STAGES! WHEN THE MAGIC CARPET APPEARS, PRESS THE "JUMP" BUTTON TO JUMP ON BOARD!

**WATCH OUT FOR BEETLES!**

Score a bonus for defeating the stage boss, Mekanicles! Dodge Mekanicles 10 times to score bonus points!



THE GENIE CHANGES INTO A FISHERMAN TO REEL IN THE SAND SHARK IN STAGES 2 AND 4!



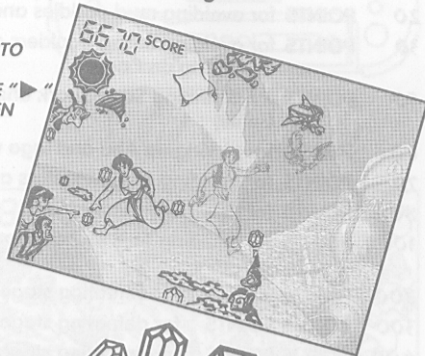
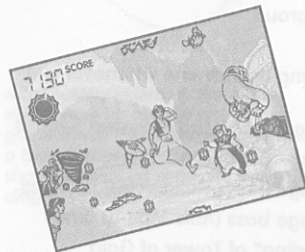
MEKANICLES' BEETLES SWARM ALL AROUND YOU! PRESS "▶" TO ESCAPE THEM OR CALL FOR THE GENIE!

**"THE TOWER OF GOLD AWAITS YOU!"**

Score a bonus for defeating the stage boss, Abis Mal! Dodge Abis Mal 10 times to score bonus points!

There is also a "Game Winning" bonus if the Tower of Gold appears! Collect 25 birthstones to make the Tower of Gold appear to WIN the game!

REMEMBER TO PRESS THE "◀" BUTTON TO PICK UP JASMINE WHEN SHE APPEARS IN STAGES 3 AND 4. REMEMBER TO USE THE "▶" BUTTON TO PICK UP ABU AND IAGO WHEN THEY APPEAR IN ANY STAGE!



ABIS MAL WILL TRY AND STEAL YOUR BIRTHSTONES! DODGE CLEAR OF HIM!

# Points TOWER OF GOLD!

You score points for calling on Magic Carpet and the Genie to help you, by picking up birthstones, and by dodging out of the way of evil. But you lose points if enemies grab birthstones before you do:

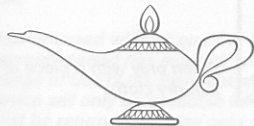
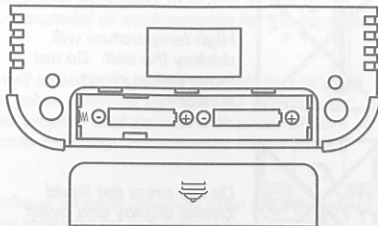
- 20 POINTS for avoiding mud puddles and picking up birthstones
- 30 POINTS for avoiding falling boulders and sand storms (by calling on Carpet)
- 50 POINTS for defeating Sand Shark and Mechanical Beetles (by calling on Genie)
- 60 POINTS for picking up Abu and Iago when they appear
- 70 POINTS for avoiding Mud Monsters and Haroud.
- 80 POINTS for avoiding Mekanicles
- 100 POINTS for avoiding Abis Mal and for picking up Jasmine whenever she appears.
- 200 BONUS POINTS for defeating stage 1 stage boss (Mud Monster) 5 times
- 300 BONUS POINTS for defeating stage 2 stage boss (Sand Shark) 7 times
- 400 BONUS POINTS for defeating stage 3 stage boss (Mekanicles) 10 times
- 500 BONUS POINTS for defeating stage 4 stage boss (Abis Mal) 10 times
- 1000 BONUS POINTS for achieving "Happy Ending" of Tower of Gold appearing at the end of stage 4.

NOTE: YOU WILL LOSE 10 POINTS WHEN ENEMIES PICK UP BIRTHSTONES BEFORE YOU DO!

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# INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)  
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



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## CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

## DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:  
**TIGER ELECTRONIC TOYS REPAIR CENTER**  
 980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

## 90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

**HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD.** During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was